

# The Season

## A Regency-Era One Page RPG

It is the peak of London season, and you are staying at your townhouse, awaiting callers and making calls. Nothing matters more than maintaining your family's reputation, making a name for yourself, and securing your future. Using **Wit, Grace, and Skill**, you can outshine your rivals and debut at the top of your station.

### Characteristics

**Wit** is a measure of your conversational ability. It can be used to wound the reputations of your rivals, talk yourself out of tight situations, or charm information out of someone.

**Grace** is a measure of your poise and how you carry yourself. It can be used to perform a dance or glide across a room and catch the eyes of all around. **Grace** can also be used to counter **Rumours**.

**Skill** encompasses any feats and interests. Arts, music, politics, knowledge of the sciences. Anything you can use to show off and prove how well-born and well-educated you are compared to your peers.

Your character is a well rounded individual, good at some things and less so at others. Assign **-1, 0, +1** to your characteristics.

### Objective

Each player has the same goal in mind- to finish the event with the highest **Reputation**. Whether you choose to pursue this goal by flaunting your skills and increasing your **Reputation** or cutting down your opponents' **Reputation** with **Rumours** and slander is up to you.

Each player starts with a **Reputation** score of 3. Succeeding on **Grace** or **Skill** moves can increase this score and **Wit** moves can be used to lower another player's score.



(ID: A Regency fashion plate. )

### Gameplay

The game is played in **10** rounds, with each player taking a turn each round. Each round, a player chooses an action they want to take- for example, starting a **Rumour** about another character with **Wit**, or playing a rousing piano piece with **Skill**. The player roleplays the action, with the other party guests reacting to the performance.

Once an action has been decided on, the player rolls **2d6**, passing on a score of 7+, and failing on a score of 6 or below. A 12+ grants you bonus **Reputation**. Once per round, a character targeted by a **Rumour** can contest the antagonizing roll with **Grace**.

At the end of the game, the **Reputation** scores are tallied and the player with the highest **Reputation** is the envy of all. Any characters with **Reputation** scores of **0 or below** are disgraced.

### What You Need

- 2 six sided dice (d6)
- 4-6 players (no GM)
- Paper for notes
- A passion for gossip and intrigue